

### **AMENDMENTS TO THE CLAIMS**

Please **AMEND** claims 1, 3, 11-12, 14, 16, and 19-23 as shown below.

This claim list replaces all prior claim lists in the application.

1. (Currently Amended) A method for processing data in a community established on a website, the method comprising:
  - a) receiving a signal from a community visitor who accesses the community and selects a link provided by the community, wherein the link connects the community visitor to a link program linked from the website that provides the community visitor with a community interface, the link program being a program stored in a contents server of the website to which the community belongs or a program stored in other websites;
  - b) confirming whether the community visitor executes or terminates the link program, wherein execution of the link program is rendered on a web browser of the community;
  - c) receiving visitor-related data related to the execution of the link program when the link program is terminated; and
  - d) processing and utilizing the visitor-related data in the community so as to present at least part of the processed visitor-related data on the community interface;  
~~wherein the link program is linked from the website that provides the community visitor with a community interface, the link program being a program stored in a contents server of the website to which the community belongs or a program stored in other websites.~~
2. (Original) The method of claim 1, further comprising:
  - e) storing the processed visitor-related data in the community.

3. (Currently Amended) The method of claim 1, wherein the community ~~comprises~~ is at least one of a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet.

4. - 5. (Canceled)

6. (Previously Presented) The method of claim 1, wherein the link program comprises a game program.

7. (Previously Presented) The method of claim 6, wherein the visitor-related data comprise game or community use data.

8. (Previously Presented) The method of claim 1, wherein the visitor-related data comprise at least one selected from a group consisting of item, level, score, and rank data obtained when the link program is executed and used.

9. (Original) The method of claim 1, wherein the stored visitor-related data are updated whenever the community visitor executes and uses the link program.

10. (Previously Presented) The method of claim 1, wherein the community visitor acquires events for the execution of the link program.

11. (Currently Amended) A method for processing data in a community established on a website, comprising:

a) by a community visitor, accessing the community and selecting a link program ~~prepared in the community linked from the website that provides the community visitor with a community interface, the link program being a program stored in a contents server of the website to which the community belongs or a program stored in other websites, wherein~~ execution of the link program is rendered on a web browser of the community;

b) receiving visitor-related data related to execution of the link program;

c) processing and using the visitor-related data in the community so as to present at least part of the processed visitor-related data on the community interface; and

d) storing the processed visitor-related data in the community;

~~wherein the link program is linked from the website that provides the community visitor with a community interface, the link program being a program stored in a contents server of the website to which the community belongs or a program stored in other websites.~~

12. (Currently Amended) The method of claim 11, wherein the community ~~comprises~~ is at least one of a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet.

13. (Canceled)

14. (Currently Amended) The method of claim 11, wherein the contents server causes the execution of the link program on ~~[[a]]the~~ web browser of the community.

15. (Previously Presented) The method of claim 11, wherein the link program comprises a flash game program.

16. (Currently Amended) A system for processing data in a community established on a website, comprising:

a connector to determine whether a community visitor is permitted to access the community;

a controller to allow the community visitor to access the community to select a link to a link program, ~~provided by the community~~linked from the website that provides the community visitor with a community interface, the link program being a program stored in a contents server of the website to which the community belongs or a program stored in other websites, wherein execution of the link program is rendered on a web browser of the community, the controller to receive visitor-related data from a component providing the link program;

a data processor to process the visitor-related data such that the visitor-related data are used in the community so as to present at least part of the processed visitor-related data on the community interface; and

a data storage to store the processed visitor-related data;

~~wherein the link program is linked from the website that provides the community visitor with a community interface, the link program being a program stored in a contents server of the website to which the community belongs or a program stored in other websites.~~

17. (Original) The system of claim 16, wherein the controller keeps a resource occupation ratio of a system operated by the community at an appropriate level such that the resource occupation ratio does not exceed a prescribed rate.

18. (Canceled)

19. (Currently Amended) The system of claim 16, wherein the contents server causes the execution of the link program on ~~[[a]]the~~ web browser of the community.

20. (Currently Amended) The system of claim 16, wherein the community ~~comprises~~ is at least one of a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet.

21. (Currently Amended) A method for processing game-linked data in a community established on a website, comprising:

- a) by a community visitor, accessing the community and selecting a game program prepared in the community;
- b) confirming whether the community visitor executes or terminates the game program, wherein execution of the link program is rendered on a web browser of the community in response to confirmation of the execution of the link program;
- c) receiving game data of the community visitor obtained in connection with the execution of the game program when the game program is terminated;
- d) processing the game data of the community visitor as ranking data in the community so as to display at least part of the ranking data on a community interface provided by the community; and
- e) storing the processed ranking data in the community.

22. (Currently Amended) A method for processing game-linked data in a community established on a website, comprising:

- a) by a community visitor, accessing the community and selecting a game program prepared in the community;

b) confirming whether the community visitor executes or terminates the game program,  
wherein execution of the link program is rendered on a web browser of the community in  
response to confirmation of the execution of the link program;

c) receiving game data of the community visitor obtained in connection with the  
execution of the game program when the game program is terminated;

d) processing the game data of the community visitor as ranking data in the community  
so as to display at least part of the ranking data on a community interface provided by the  
community;

e) storing the processed ranking data in the community; and

f) updating the ranking data by repeating the steps b) to d) whenever the community  
visitor executes and uses the game program.

23. (Currently Amended) The method of claim [[1]]11, wherein the link program  
comprises a game program.

24. (Previously Presented) The method of claim 23, wherein the visitor-related data  
comprise game or community use data.